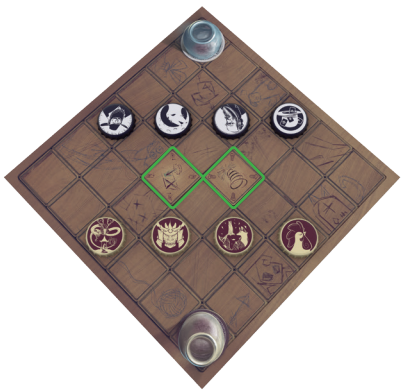
SODA POP MODULES

Top Cap

These two modules will change the movement rules for any Caps that start their movement on top of them. These modules may be used separately or together.

During setup, place two tiles for the chosen module onto spaces shown in the image below. If both modules are used, shuffle the 4 tiles together and randomly place two of them in these spaces.



Slow Down

When a Cap begins its movement from a Slow Down tile, its movement distance may be reduced by one as long as it still lands on an empty space.

Jump Tile

When a Cap begins its movement from a Jump tile, it may move over any number of Caps as long as it still moves its full distance and lands on an empty space.

Forgenesis

Before selecting Creatures during setup, one or both of these new Creatures may be added to the game.

Passive Abilities

One of the new Creatures introduces the new concept of passive abilities. Creatures with passive abilities never activate the ability, which means whenever that Creature is activated, it can only move. Because of this, Creatures with passive abilities are never flipped since they do not have a resting side.

Each Passive Creature has an ability that is considered to be activated depending on a specific condition, and this activation is not optional. A passive ability may be utilized multiple times within the same turn.

The Butterfly **may** copy a passive ability, and that passive ability will be in effect for the Butterfly until the end of the current turn.

Mole Ability

Move the Mole to any empty space on the board that is orthogonally adjacent to at least one other friendly Creature and is **not** orthogonally adjacent to any opposing Creatures.

Snail Passive Ability

Each orthogonally adjacent space to the Snail is considered to be slippery. Any Creature that moves onto a slippery space must continue moving in the same direction until they reach the first non-slippery space. If the first non-slippery space is occupied, then they stop onto the last slippery space. This may move a Creature off of the board. Creature abilities are not affected by slippery spaces. Corner bases can never become slippery.

Cat-a-comb

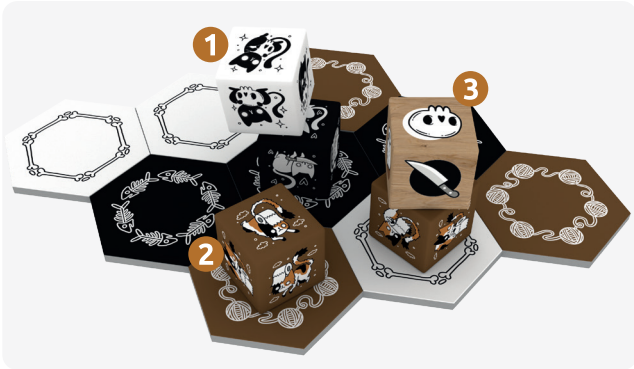
These two modules may be used together or separately.

Precious Cube

During setup, before placing any cubes, replace one of the neutral Cat cubes with the Precious cube. The Precious cube must show its neutral (toilet paper) side faceup when placed during setup.

Each time a player moves the Precious cube, they must choose to orient it so that either the skull, knife, or toilet paper is face up.

The Precious cube is considered to be a Cat cube of the color that matches the side that is currently facing up. This means the Precious cube cannot show the face that matches a Cat directly underneath it or on top of it.



Toilet Paper

During setup, each player takes the Toilet Paper token that matches the color of their Cat cubes.

Once per game, each player may place their Toilet Paper token **instead** of moving or placing any Cat cubes. The Toilet Paper token must be placed onto an empty space that matches the color of that token. Once placed, the Toilet Paper token may not be moved by any means until the end of the game. Spaces with a Toilet Paper token are considered **not to exist**, which means no cubes may be placed on it, and a player may win the game by controlling all two of the remaining spaces of that color.

Lightseeker

Increase the game's complexity by adding the magical creature Rho. After the first move, place Rho onto the empty space that was created by the starting player.

Cubes may be tilted or slid onto Rho's space. When this happens, Rho must be placed into the empty space that was created when the Cube moved. After this, the current player may use Rho's magical abilities in order to rotate any 1 Cube that Rho is now orthogonally adjacent to. When rotating a Cube, the player rotates it so that the current faceup side stays faceup, but it ends orientated in any of the three other directions.

Rho may be moved multiple times during the same turn.

Digital Rules

Digital rulebook available at thundergryph.com/rulebooks

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